

week 14:	the kingdom of king arthur
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Noble men and women of the Old World, you have been chosen by King Arthur to be gallant Knights of the Round Table – champions of civilization – to fight against banditry and defend the weak. Are you willing to take up the challenge?

Games:

1. **Steam Release:** Saxons versus Britons (Stuck in the mud)

Cubs are divided into two teams. The one team must catch the other. If they are touched they must stand still – legs apart. Another Cub may “free” him/her by crawling through their legs.

The castle is burning and we need to get water there fast!

2. **Relay:** Bucket Brigade

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The knights used to get together to test their strength against each other.

3. **Team:** Tug o’ War

Divide the pack up and have tug o’ war games.

4. **Active:** Wagon Wheels

In pairs, Cubs take on an obstacle course with their wagons – wheelbarrow style. One Cub holds the legs of the other Cub. A simple obstacle course can be set up with chairs and drums.

Even in the olden days, they had to know their map symbols otherwise they would not be able to plan their route.

5. **Quiet:** Say the symbol

Show the Cubs the front of a street map book – there you will find a list of the symbols used within the book. Get the Cubs to draw symbols on a 3 x 3 grid (random symbols – as long as they are relatively accurate and know what it relates to on the ground!). Then have a game of bingo using the map book page as a call out reference. The first Cub to mark off all his symbols correctly is the winner! The game can be made shorter by just choosing a line to be marked off.

6. **Quiet:** Symbol game with a difference

This is a fun way to learn symbols which can be adapted to suit any theme. Take pictures of the symbols and enlarge them to about an A4 size. These are placed on the floor, next to each other. This game is similar to “Twister” ... symbols are called out and the Cubs must stand on those symbols only – e.g.: left foot on “church”, right foot on “railway line”, etc... Break the Cubs up into smaller groups as the game will work better with groups of three or four.

In those days there were lots of different smells and sights!

Sense training:

1. **Sight:** Castle Drawing

Cubs are shown a picture of the layout of a castle. The layout shows three bedrooms, a kitchen and a dungeon. They look at it for a minute and then have to redraw it. You can make this as complicated as you want with turrets, ballrooms, etc...

Alternatively, after you have discussed the picture with them, ask the Cubs to draw their own bedrooms or your meeting place from a bird's eye view, if you feel they have grasped the concept.

2. **Smells:** Weird and wonderful smells coming from the castle

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So who was King Arthur?

Yarn:

The Story of King Arthur

Long ago King Uther loved Igraine of Cornwall very much but he could not marry her. The wizard Merlin came to an agreement with Uther and said that if he gave him his first born, he would help him. So not long afterwards, Uther and Igraine were married and a bouncing baby boy was born. They named him Arthur.

As agreed, Merlin took Arthur and gave him to Sir Ector and his family to look after.

Many years later King Uther fell ill and died. The other lords of the land fought as to who would become King.

The Archbishop and Merlin called all the people to the church. A magical stone had appeared. An inscription on the stone read: "whoever pulls this sword from this stone is the true born king of all"!

Nobody could pull the sword from the stone so they decided to have a contest to see who was the strongest instead.

Sir Ector, Arthur and his step-brother Sir Kay went along.

Sir Kay was in the tournament but he had forgotten his sword! Arthur went back to get it but he couldn't find it.

He decided to borrow the sword in the stone for Kay to use. Kay was amazed at what his brother had done! Word soon spread that Arthur had pulled the sword from the stone. Merlin explained that Arthur was Uther's son and was the true born King of all Britain.

The knights often had to go out on a quest and always had to be prepared ...

Craft/Activity:

1. **Activity:** Find your way around your kingdom.

Use a street map book which shows the area around the Cub's meeting place or their homes. Give a list of instructions for the Cubs to follow using the map and referring back

to map symbols, e.g. look in grid E3 and find the shopping centre. What is the name of the shopping centre – they will need to know what the map symbol is for a shopping centre in order to answer the question. Ensure your instructions will also encourage the Cubs to follow the map to get from one place to another.

E.g.: Use page 676 of the map book. Draw a map and give directions from XYZ Market in grid A9 to ABC College which can be found in B10. Your map and directions must include at least one set of traffic lights and you must also pass the community centre in C5. This will encourage the Cubs to plan the route according to the instructions given and will also ensure that they know the map symbols previously covered. This exercise should only be done with older Cubs.

2. **Handcraft:** Make shields and swords

Using old boxes make a template of a shield for the Cubs to cut out and decorate. You can also use the cardboard from the boxes to make a sword.

Songs and playacting were a big part of castle life as it was their entertainment! (They didn't have television nor play station!)

Singing/Play Acting:

1. **Singing:** The Grand Old Duke of York

Singing Module: page 18

2. **Playacting:** Pull the sword from the stone

Akela whispers – something - in every Cubs ear but only tells one Cub in the Six that they are the true King and can pull their sword out all the way. Everyone else has to act in pulling it out and not succeed.

Advancement covered:

Silver Wolf:

Compass and mapping: Draw a simple map of your home or meeting place which shows the different rooms and doorways. **(Sense Training – Sight)**

Gold Wolf:

Compass and Mapping: Show how to use a street map and on a street map explain and recognise six to ten map symbols.

The Trail around Camelot

This is such an awesome theme – there are lots of ideas which may be used - another possibility is to run bases and follow the Trail around Camelot:

Each Six will receive a parchment showing a map. They are required to follow the map to each “base” where they need to complete a task. Here are some ideas to get creative!

Base 1 – Merlin’s Cave

Each Cub must make a potion according to a recipe from Merlin (any cold drink).

Base 2 – The Waters of Avalon

Take a squirt bottle (dishwashing liquid bottle) and shoot animals from a distance.

Base 3 – Queen Guinevere Castle

Each Cub must mount his trusty steer and test his skills. Cubs get onto wobbly boards using empty coke bottles and “joust”. You can also get the Cubs to stand on an empty coffee tin and use their swords and shields made in the handcraft section to “fight”.

Base 4 – Sir Lancelot’s Battleground

Cubs must test their archery skills. Bows and arrows can be made or pea shooters can be used using straws.